

ON-AIR TIME

FIG. 9A

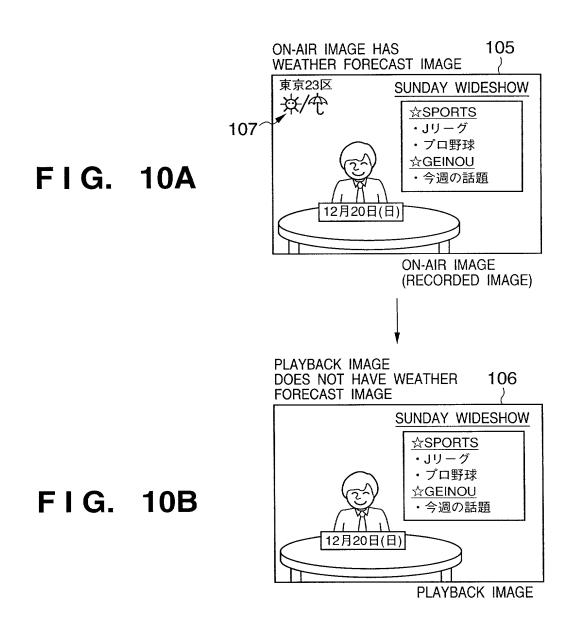
ON-AIR IMAGE (RECORDED IMAGE)

102

PLAYBACK IMAGE

101

FIG. 9B





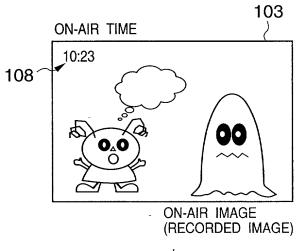
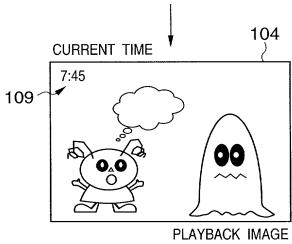
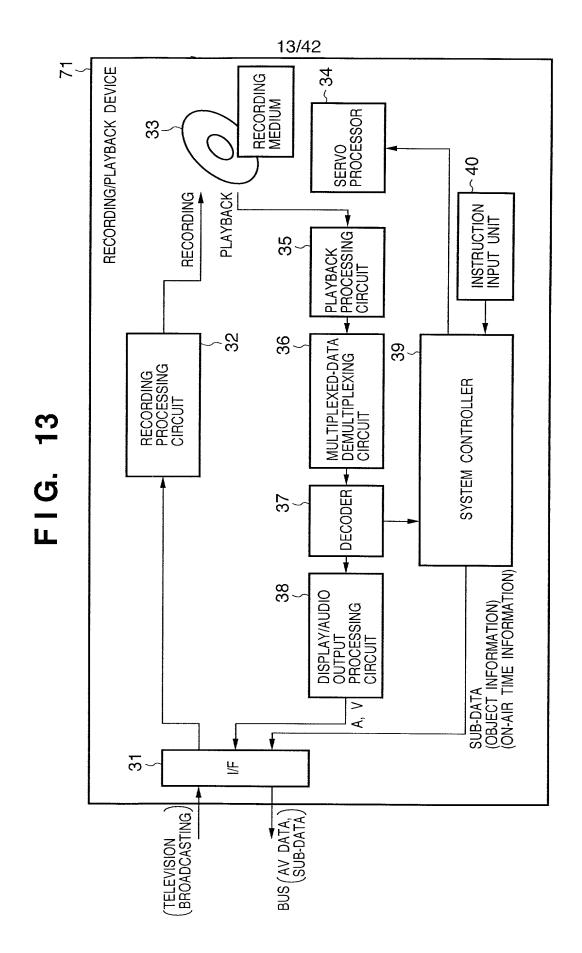
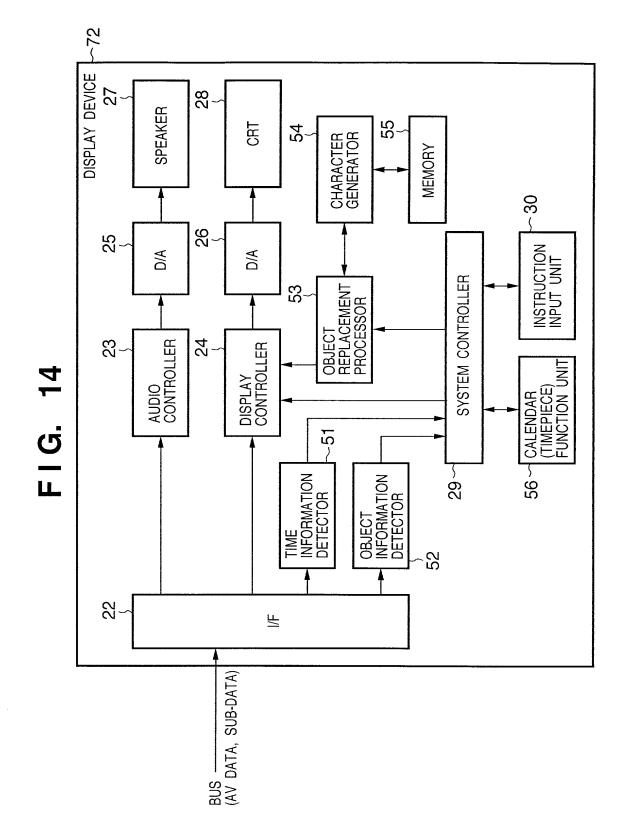


FIG. 11B

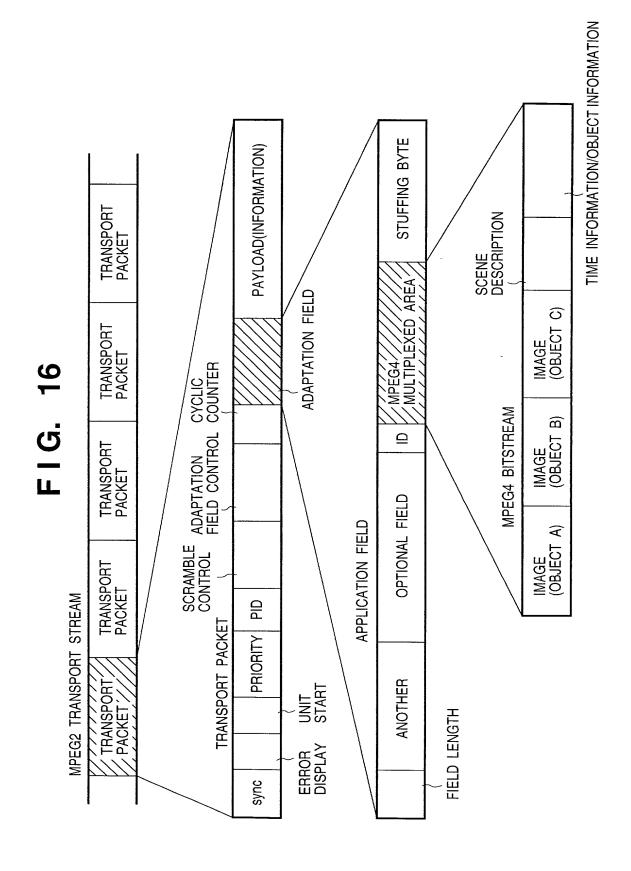


12/42 FIG. 12 **START** S01 **PLAYBACK** -S02 **DECODE** -S03 ANALYZE OBJECT INFORMATION S04 **IMAGE** OBJECT HAVING NO REAL-TIME ATTRIBUTE YES S05 NOT DISPLAY IMAGE NO **OBJECT HAVING REAL-TIME** ATTRIBUTE? S07 **S06 ¥**YES **OBJECT NON-DISPLAY** DIRECTLY DISPLAY AND **PROCESSING** OUTPUT PLAYBACK IMAGE **S08** NO S09 OBJECT REPLACEMENT PROCESSING? DISPLAY AND YES **OUTPUT IMAGE WITHOUT** DISPLAYING S10 **REAL-TIME IMAGE OBJECT REPLACEMENT PROCESSING** ~S11 SYNTHESIZE, DISPLAY, AND OUTPUT IMAGE **END**





15/42 FIG. 15 **START** ~S21 **INPUT** S22 ANALYZE TIME INFORMATION -S23 ANALYZE OBJECT INFORMATION S24 **IMAGE OBJECT HAVING** NO REAL-TIME ATTRIBUTE YES S25 NOT DISPLAY IMAGE NO OBJECT HAVING REAL-TIME ATTRIBUTE? S27 S26 YES **OBJECT NON-DISPLAY** DIRECTLY DISPLAY AND **PROCESSING** OUTPUT PLAYBACK IMAGE S28 NO S29 **OBJECT REPLACEMENT** PROCESSING? DISPLAY AND YES **OUTPUT IMAGE WITHOUT** DISPLAYING S30 REAL-TIME IMAGE **OBJECT REPLACEMENT PROCESSING** -S31 SYNTHESIZE, DISPLAY, AND OUTPUT IMAGE **END**

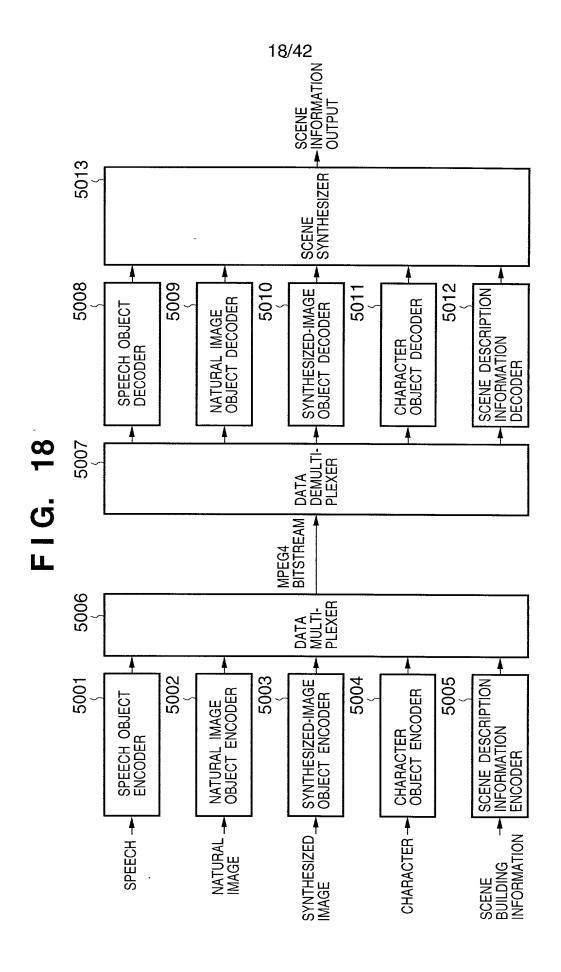


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 \geq ∞~ D/A CONVERSION CIRCUIT ro~ DECODING CIRCUIT MULTIPLEXED-SIGNAL
- DEMULTIPLEXING
- CIRCUIT TUNER SATELLITE BROADCASTING

DVD/VTR

FIG. 17



▲ DOWNSTREAM INTERRUPT DISPLAY USER FIG. 19 TRANSMISSION/STORAGE SYNTHESIS DECODING SCENE DESCRIPTION DEMULTI-PLEXING UPSTREAM

FIG. 20

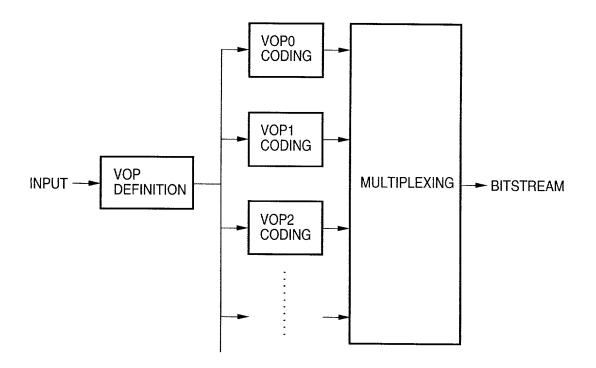
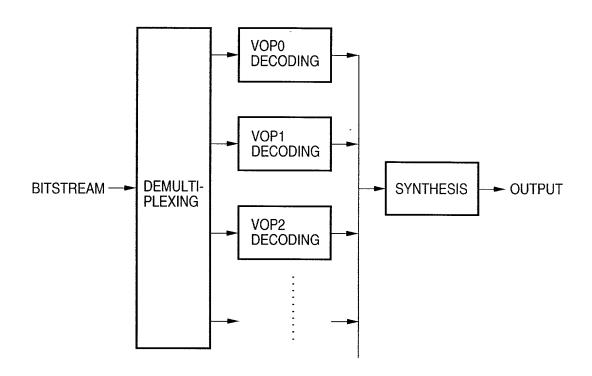


FIG. 21



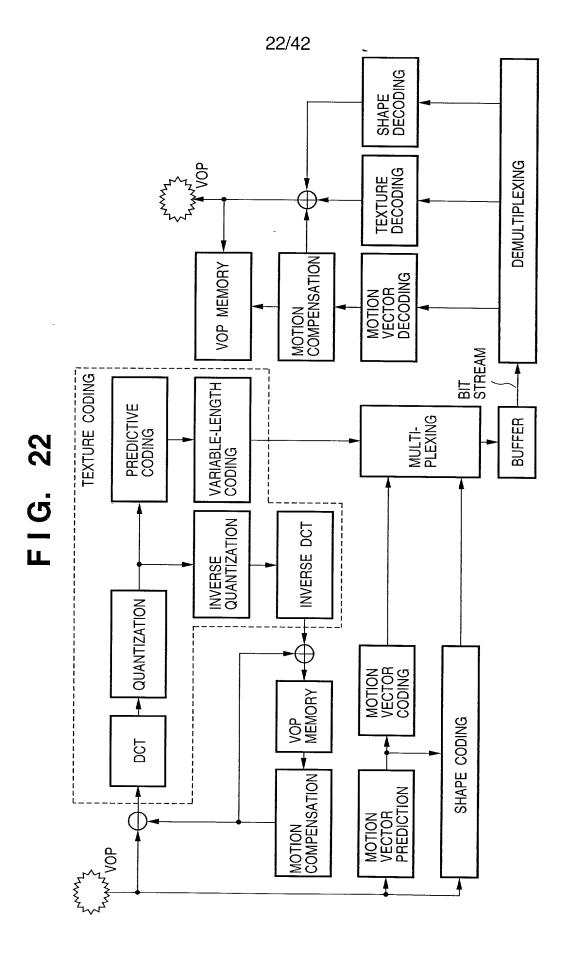


FIG. 23A

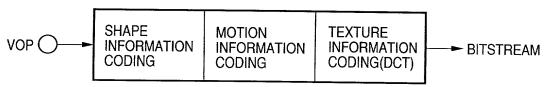


FIG. 23B

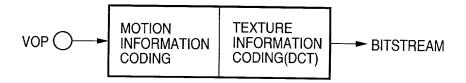


FIG. 24A

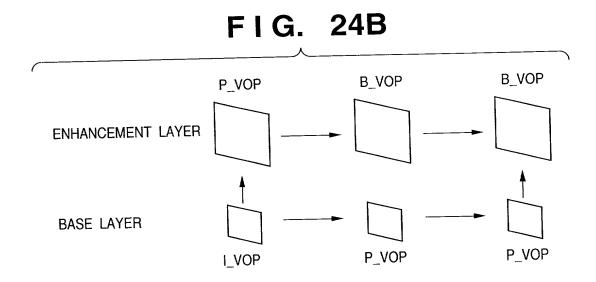
FRAME NUMBER 0 1 2 3 4 5 6

BASE LAYER

ENHANCEMENT LAYER

BASE LAYER

BASE LAYER

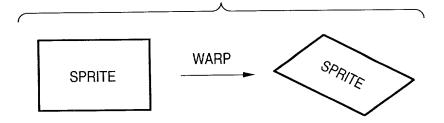


ENHANCEMENT TYPE 2

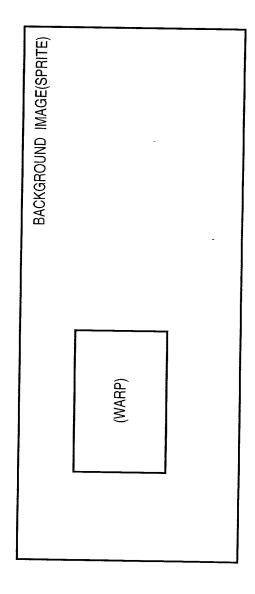
FIG. 25A

PERSPECTIVE TRANSFORMATION	x' = (ax + by + c)/(gx + hy + l) y' = (dx + ey + f)/(gx + hy + l)
AFFINE TRANSFORMATION	x' = ax + by + c y' = dx + ey + f
ISOTROPIC ENLARGEMENT (a)/ROTATION(θ)/MOVEMENT(c, f)	$x' = a\cos \theta x + a\sin \theta y + c$ $y' = -a\sin \theta x + a\cos \theta y + f$
TRANSLATION	x' = x + c y' = x + f

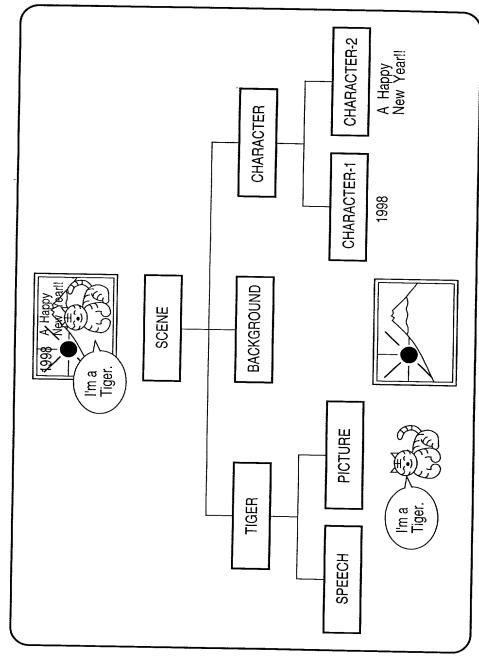
FIG. 25B



F1G. 26

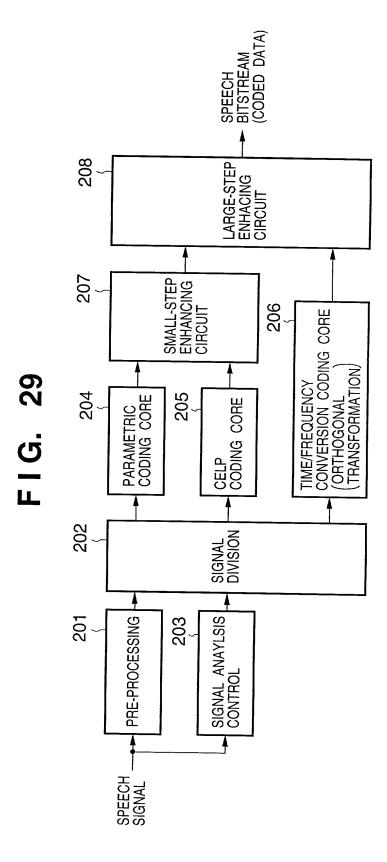


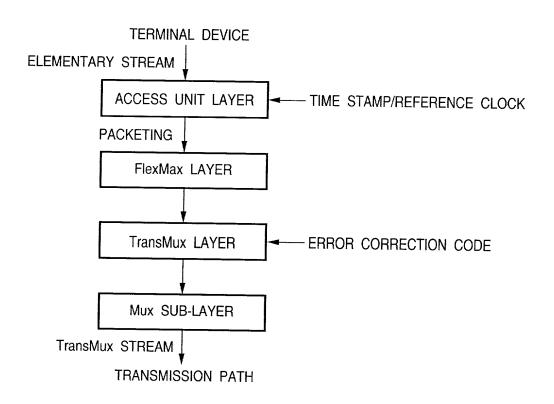
F1G. 27

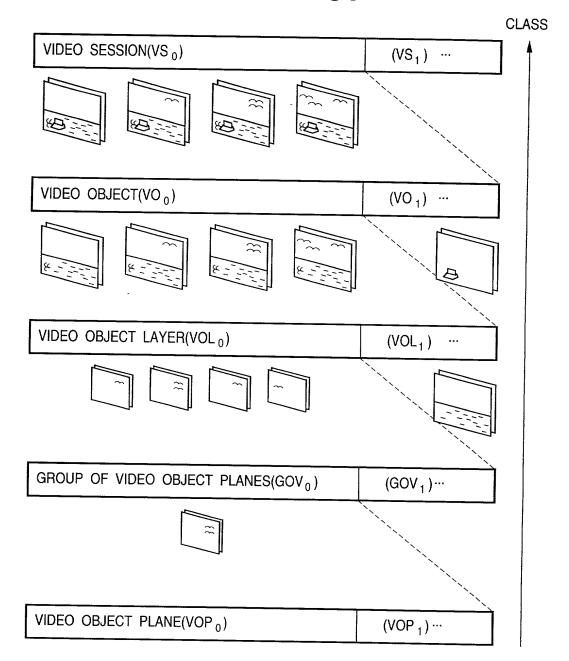


CODING SCHEME		BIT RATE kbit/S
PARAMETRIC CODING	IL	6-16
	HVXC	2-6
CELP CODING	WB-CELP	14-24
	NB-CELP	4-12
TIME/FREQUENCY CONVERSION CODING (T/F CONVERSION)	COMPLIANCE WITH AAC	24-64
	TwinVQ	6-40
SNHC	SA CODING (TONE SYNTHESIS)	
	TTS CODING (TONE SYNTHESIS)	—

CELP: Code Excited Linear Prediction SNHC: Synthetic Natural Hybrid Coding







VS: Video Session VO: Video Object VOL: Video Object Layer GOV: Group Of Video Object Plane VOP: Video Object Plane

FIG. 32A

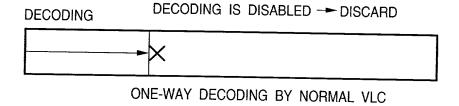


FIG. 32B

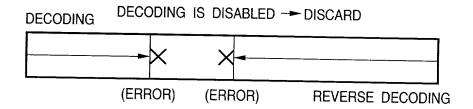


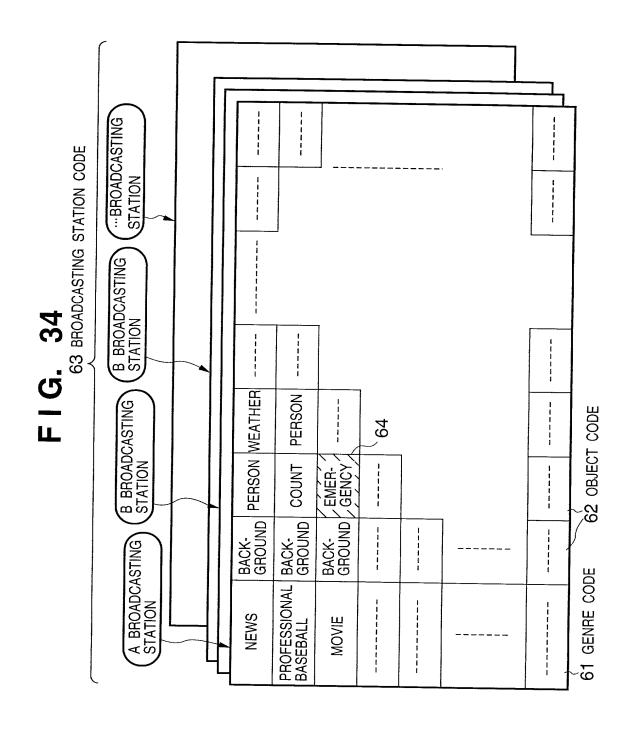
FIG. 33A

INSERTION OF RM(RESYNC MARKER)

RM MICROBLOCK TIZATION NUMBER	SCALE VALUE
RAM MICROBLOCK TIZATION SCALE VALUE	SLICE

FIG. 33B

INSERTION OF MM(MOTION MARKER)<DATA PARTITIONING>



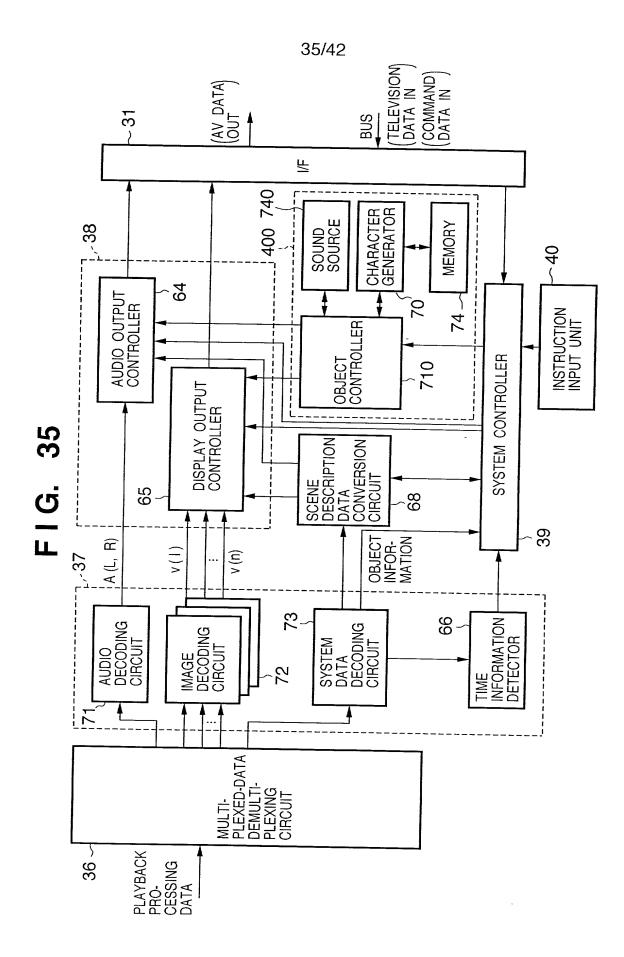
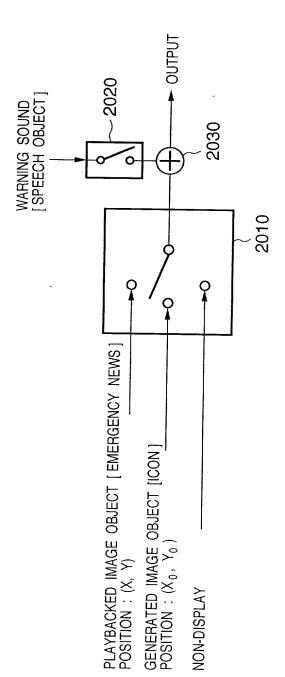
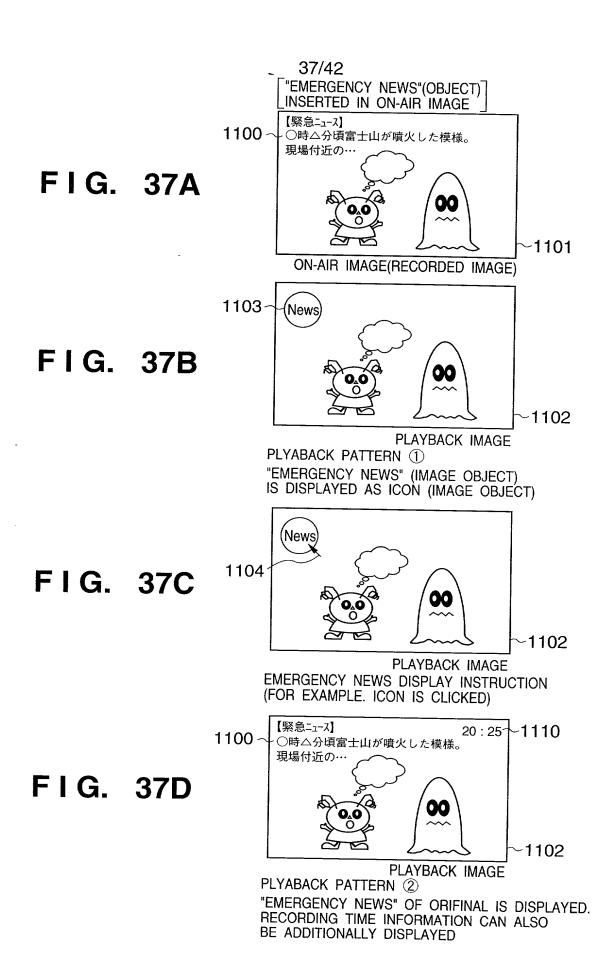
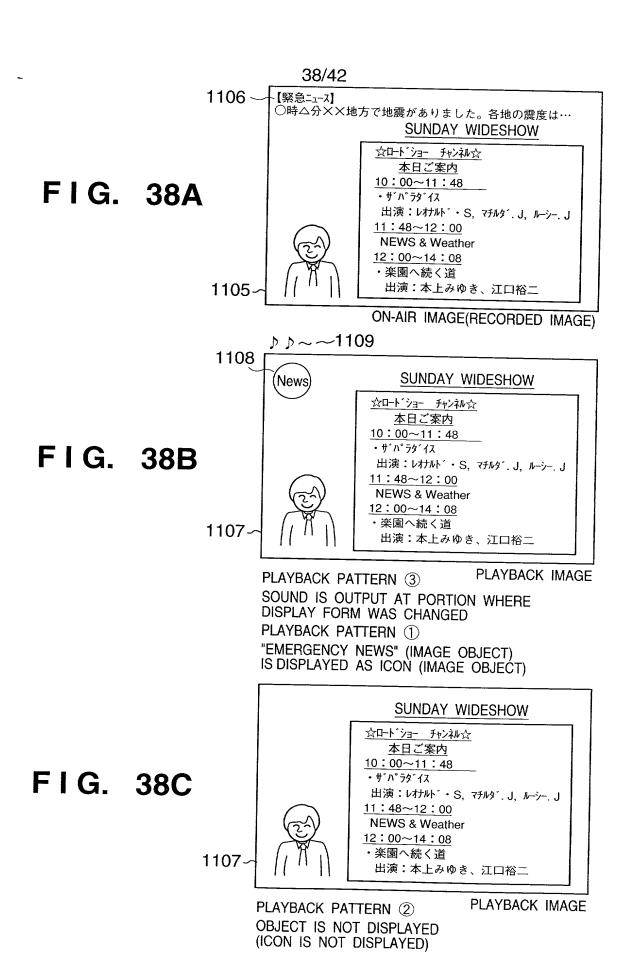
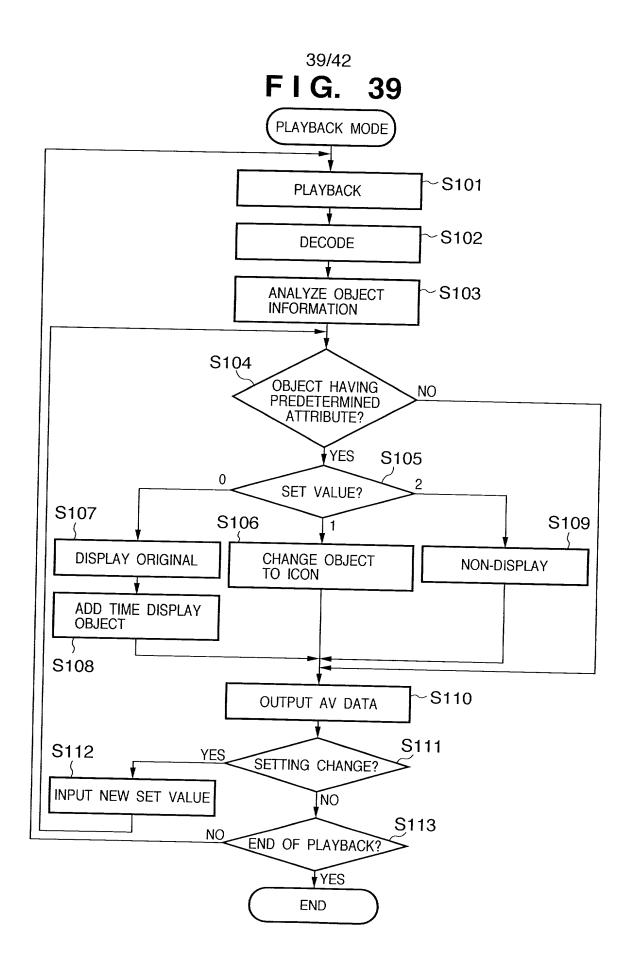


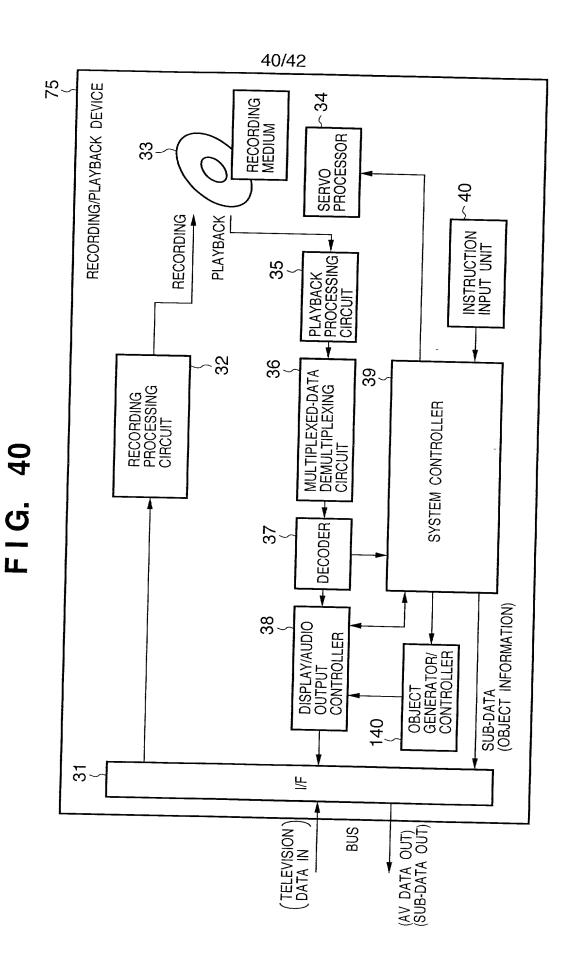
FIG. 36



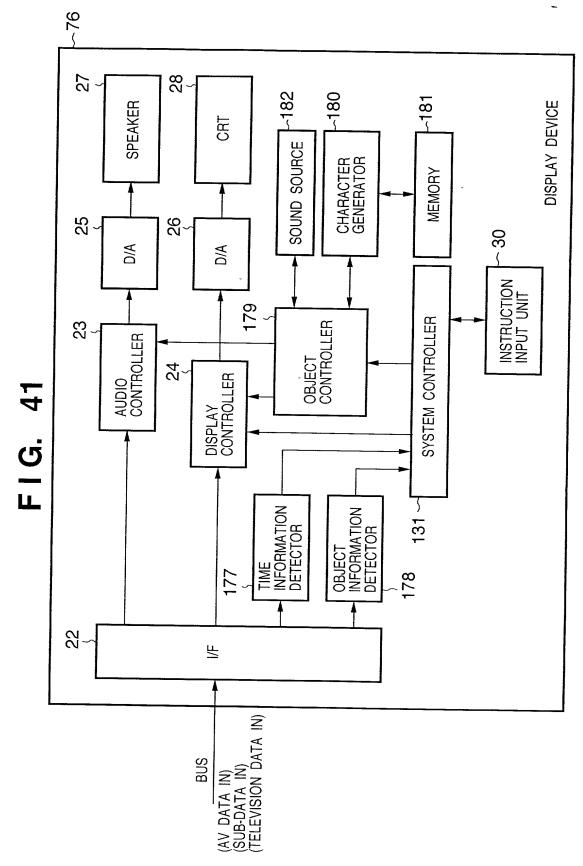








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FIG. 42

